ALPHABET ZOO ™

A NOTE TO PARENTS

Any child 3 to 8 years old will enjoy this game.

ALPHABET ZOO contains an alphabet display and two exciting maze games that are fun and educational. Colorful pictures and delightful music accompany all parts of the program.

ABC TIME is a computer alphabet book that helps kids become familiar with the alphabet. The program moves through the alphabet displaying the letters in order from A to Z. Large colorful capital and lower case letters appear on the screen while a full size picture is drawn in slow motion. Every time kids view the program, it will show a different assortment of pictures.

In THE LETTER GAME, kids race through the maze to capture the first letter of the picture shown in the middle of the screen.

THE SPELLING ZOO challenges young players to pick up the letters in the correct order to spell the word pictured on the screen.

ALPHABET ZOO helps children strengthen their letter recognition skills as they associate letters of the alphabet with the sounds that they represent. The games also help sharpen a child's spelling skills. Kids will have fun at every turn of the maze.
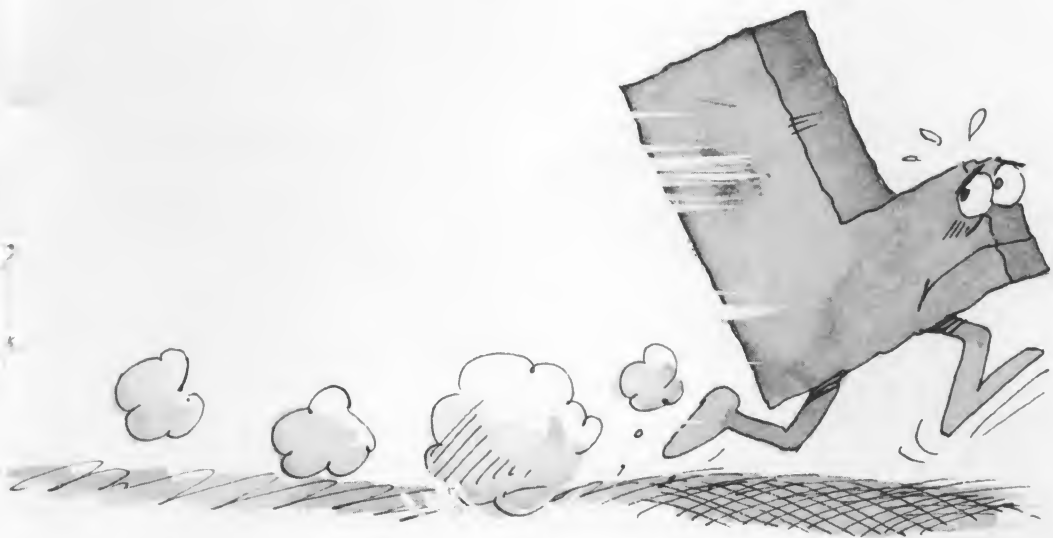
LOADING THE PROGRAM

Apple®
1. Put the ALPHABET ZOO disk in the disk drive and close the door.
2. Turn on the monitor and the computer.
3. Close the disk drive door.

NOTE: If you are using an APPLE IIe, press the (CAPS/LOC) key before playing the game.

Atari®
NOTE: Make sure your computer is turned off and that the Basic Computing Cartridge is not in your computer.
1. Turn on the disk drive.
2. When the top red light (the "BUSY" light) goes out, open the disk drive.
3. Insert the ALPHABET ZOO disk and close the disk drive door.
4. Turn on the computer. The game will start automatically.

Commodore C-64™
1. Turn on the disk drive. Wait for the red light to go out.
2. Turn on the monitor and the computer.
3. Put the disk in the disk drive and close the door.
4. Type **LOAD "SPIN",8**
   Press the (RETURN) key
5. Once **READY** appears on the screen, Type **RUN**
   Press the (RETURN) key.
   The program will start loading automatically.
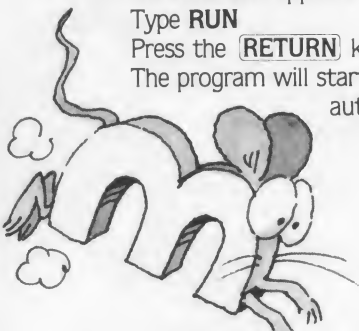
IBM®
NOTE: Before you can use this disk for the first time, you must put a copy of DOS 1.1 or 1.0 (Disk Operating System) onto the disk.

You need to add DOS only once.

TO ADD DOS:
If you have one disk drive:
1. Put the DOS disk into the disk drive and close the door.
2. Turn on the monitor and the computer.
3. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, press the (←) key, twice.
4. When A > appears on the screen, remove the DOS disk from the disk drive and put the program disk into the disk drive and close the disk drive door.
5. Then type **INSTALL1**
   Press the (←) key.
6. Press any key when the message "Strike a key when ready" appears on the screen.
7. Respond to the series of prompts that appear on the screen.
   In response to prompts for drive B:, Insert the ALPHABET ZOO disk and close the disk drive door.
   Then strike any key.
   In response to prompts for drive A:, Insert the ALPHABET ZOO disk and close the disk drive door.
   Then strike any key.
   When A > appears on the screen with the flashing cursor after it, DOS has been added to your disk.

8. Remove the disk from the disk drive and turn off the computer and the monitor.

If you have two disk drives:
1. Put the DOS disk into drive 1(A:); Put the ALPHABET ZOO disk into drive 2(B:). Close the disk drive door.
2. Turn on the monitor and the computer.
3. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, press the (←) key twice.
4. When A > appears on the screen, Type **B:INSTALL2** Press the (←) key.
5. Press any key when the message "Strike a key when ready" appears on the screen.
6. When A > appears on the screen with the flashing cursor after it, DOS has been added to your disk.
7. Remove both disks from the disk drives and turn off the computer and the monitor.

TO PLAY THE GAME:
1. Put the ALPHABET ZOO disk into drive 1(A:).
2. Close the disk drive door.
3. Turn on the computer and the monitor.
4. The game will start automatically.
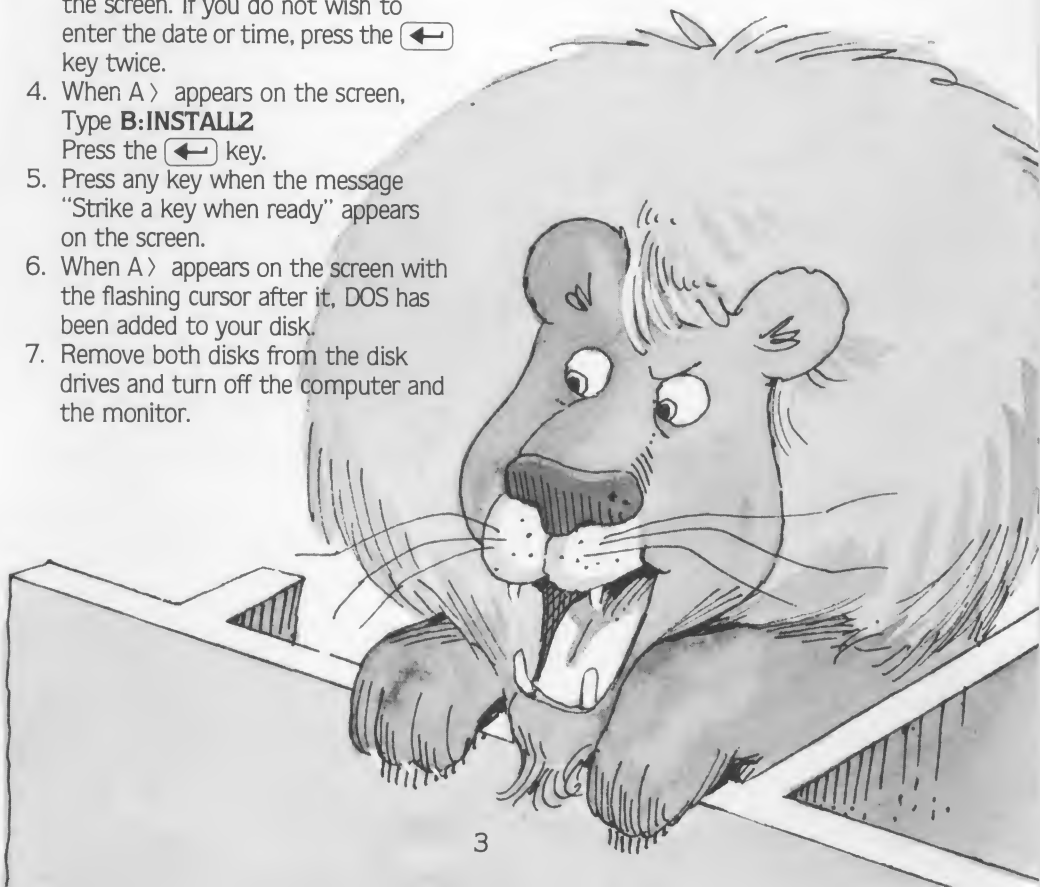
PROGRAM OPTIONS:

When the program begins, the following menu appears on the screen:

ALPHABET ZOO

ABC TIME
LETTER GAME
SPELLING ZOO

To choose the game you'd like to play, follow the instructions for your computer.

Atari and Commodore 64:

Use the joystick plugged into port #1 to choose the menu selection. When you are on the game you'd like to play, press the **joystick button.**

To return to the main menu during ABC TIME, press the [START] key on the Atari and the [f1] key on the Commodore. To return to the main menu during the Letter Game or Spelling Zoo, press the [START] key on the Atari, and the [X] key on the Commodore.

Apple and IBM:

Use the [E] and [X] keys to move the cursor up and down and choose a game. Press the [A] key when you are on the game you'd like to play.

To return to the main menu at any time during the game, press the [ESC] key.

CHOOSING OPTIONS FOR THE GAMES

If you choose to play The Letter Game or Spelling Zoo, the computer will give you a list of options to choose from:

    START
    MENU
    PLAYER
    PLAYER
    LEVEL 1
    LETTERS ABC (Letter game only)
    TIMER ON (Spelling Zoo only)

To choose a menu option, follow the instructions for your computer:

Atari and Commodore 64:

Use the joystick plugged into port #1 to choose the menu selection. When you are on the option you'd like to choose, press the **joystick button** until your choice is shown.

Apple and IBM:

Use the [E] and [X] keys to choose an option. Once you are on the option you want to change, press the [A] key until your choice is shown.

START

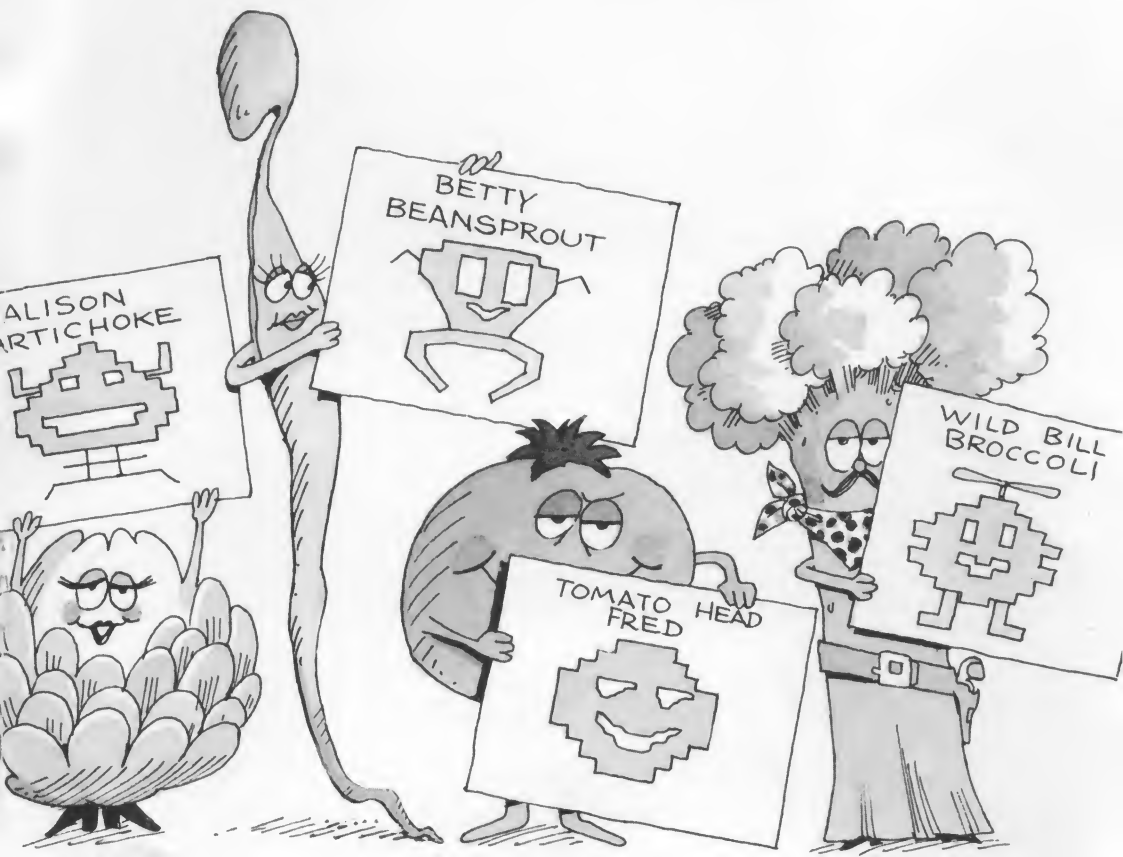To start the game, pick the START option.

MENU

To return to the main menu and choose another game, choose this option.

PLAYER

One or two players can enjoy Alphabet Zoo

• For one player, pick a character for PLAYER 1 and leave PLAYER 2 blank.

• For two players, pick different characters for players 1 and 2.

LEVEL

The level option allows you to choose the
letters used and the difficulty of the game.

In The Letter Game, the level determines which letters will be picked.
Level **1** uses the easiest consonants: **F, D, M, G & S.**
Level **2** uses: **B, T, W, N, P & J.**
Level **3** use the most difficult consonants: **C, K, H, L, R & V.**
Level **4 use all of the consonants.**
Level **5** uses the vowels: **A, E, I, O & U.**
Level **6** uses the **entire alphabet.**
In Spelling Zoo, the level determines the length of the words.
Level **1 uses two and three letter words.**
Level **2 uses four letter words.**
Level **3 uses five letter words.**
Level **4 uses six letter words.**
Level **5** is the hardest, using **seven to nine letter words.**
Level **6 varies the word length as you play.**

LETTERS ABC

• You can play The Letter Game
with all capital letters, all small letters
or a mixture of both.

    ABC — all capital letters

    abc — all small letters

Abc — mixed small and large letters

• Spelling Zoo is played with all small letters.

TIMER ON

• Choose this option and press the
joystick button or the $\boxed{\text{A}}$ key to play
without a timer. If you leave this option
alone, Spelling Zoo will be played with
a timer.

• The Letter Game is always played with
a timer.

MOVING YOUR CHARACTER AROUND

In The Letter Game and Spelling Zoo, your character must scurry around and pick up the proper letters:

ATARI and COMMODORE 64:

Put one joystick into port #1. If two people are playing, connect the second joystick to port #2. Move the joystick up down or sideways to maneuver your character. To grab a letter or use the hyperspace marker, just press the **joystick button.**

APPLE and IBM:

Player #1 – Use the $\boxed{E}$ $\boxed{S}$ $\boxed{D}$ $\boxed{X}$ keys on the keyboard to maneuver your character. To grab a letter or use the hyperspace markers, press the $\boxed{A}$ key.

Player #2 – Use the $\boxed{O}$ $\boxed{K}$ $\boxed{L}$ $\boxed{,}$ keys on the keyboard to maneuver your character. To grab a letter or use the hyperspace markers, press $\boxed{J}$.
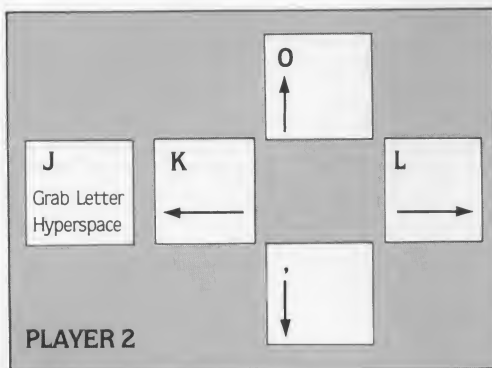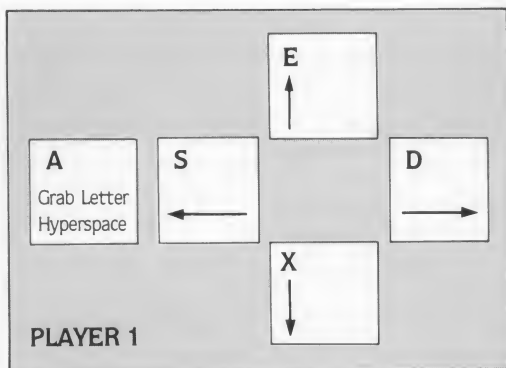
ABC TIME

ABC TIME shows each letter of the alphabet and draws a picture to go with it. There are three ways to go on to the next letter:
1. Press the letter on the keyboard that matches the letter on the screen. For example, if the screen is showing a CANOE, press the $\boxed{C}$.
2. **Press the button on the joystick**, or the $\boxed{A}$ key on the keyboard.
3. Let the computer finish drawing the picture. After a little while, it will automatically go on to the next letter.

	E	
A Grab Letter Hyperspace	S	D
	X	

PLAYER 1

	O	
J Grab Letter Hyperspace	K	L
	.	

PLAYER 2

2 THE LETTER GAME

The game begins by drawing a maze on the screen, with a picture in the center. Use your character to search for the first letter of the picture on the screen. For example, if there is a picture of a MONKEY, then go out and get all the M's that you can before time runs out. When you first grab the right letter, the word will be spelled out on the top of the screen.

Move your character through the maze until you find the right letter. Be quick – after a few seconds, the letters start to move around the maze. Catch it by putting your character over the letter. Then grab it by pressing the **joystick button** or the Ⓐ key (player #1) or the Ⓙ key (player #2).

To jump around the maze, land your character on one of the hyperspace circles in the corners and press the **joystick button** or the Ⓐ key or the Ⓙ key. This will hyperspace you to another part of the maze.

Don't stop until you've caught all of the right letters or until you run out of time. When you're done with each round, **press the button on the joystick** or the Ⓐ key to go on.

3 THE SPELLING ZOO

In this game, your character has to maneuver around the maze and pick up all the letters to spell the word in the middle of the maze. For example, if there is a picture of a COW, you have to capture a C then an O, then a W in the correct order.

To capture a letter, just move your character until you land on the right one. Then grab it by pressing the **joystick button** or the Ⓐ key (player #1) or the Ⓙ key (player #2).

To jump around the maze, land on a colored hyperspace circle and press the **joystick button** or the Ⓐ or Ⓙ key. This will fly you to another section of the maze.

Keep picking up letters until you spell out the word or run out of time. Then, **press the button on the joystick** or the Ⓐ key.

Dale Disharoon, author of ALPHABET ZOO, is a teacher, programmer and classical guitarist who specializes in educational games for young children.

Programmers: James Bach, Scott Bailey
Program Illustrator: Bill Groetzinger
Package and Instruction Booklet Illustration: Bill Morrison

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